NES-YF-USA

FAMILY FEUD

INSTRUCTION BOOKLET

GameTek™

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The Biggest Names are on our Games!℠

We are the high-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows. These are the games that families—from kids to teens to parents to seniors—have been eagerly playing for several years. Now, here's a new version to play...either with friends or alone against the computer.

GameTek's Nintendo version of Family Feud gives five family members a chance to answer both usual and unusual questions. With answers based on surveys of 100 people, Family Feud provides Nintendo game players with the same kind of fun contestants have been enjoying on this long-running game show.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo® for play on the

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FAMILY FEUD™

Will your family earn the 200 points by guessing the most popular responses to the TV game show's actual survey questions? You have two or more Main Rounds to win those points and the "dollars" they represent. Then go on to the Fast Money Round and try for the "$5,000" prize. If your family has the staying and playing power, your earnings can reach "$20,000"!

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CONTROL PAD

Press the arrowed tips:

1. Up or down to make the selection of One-Family Game • Two-Family Game.

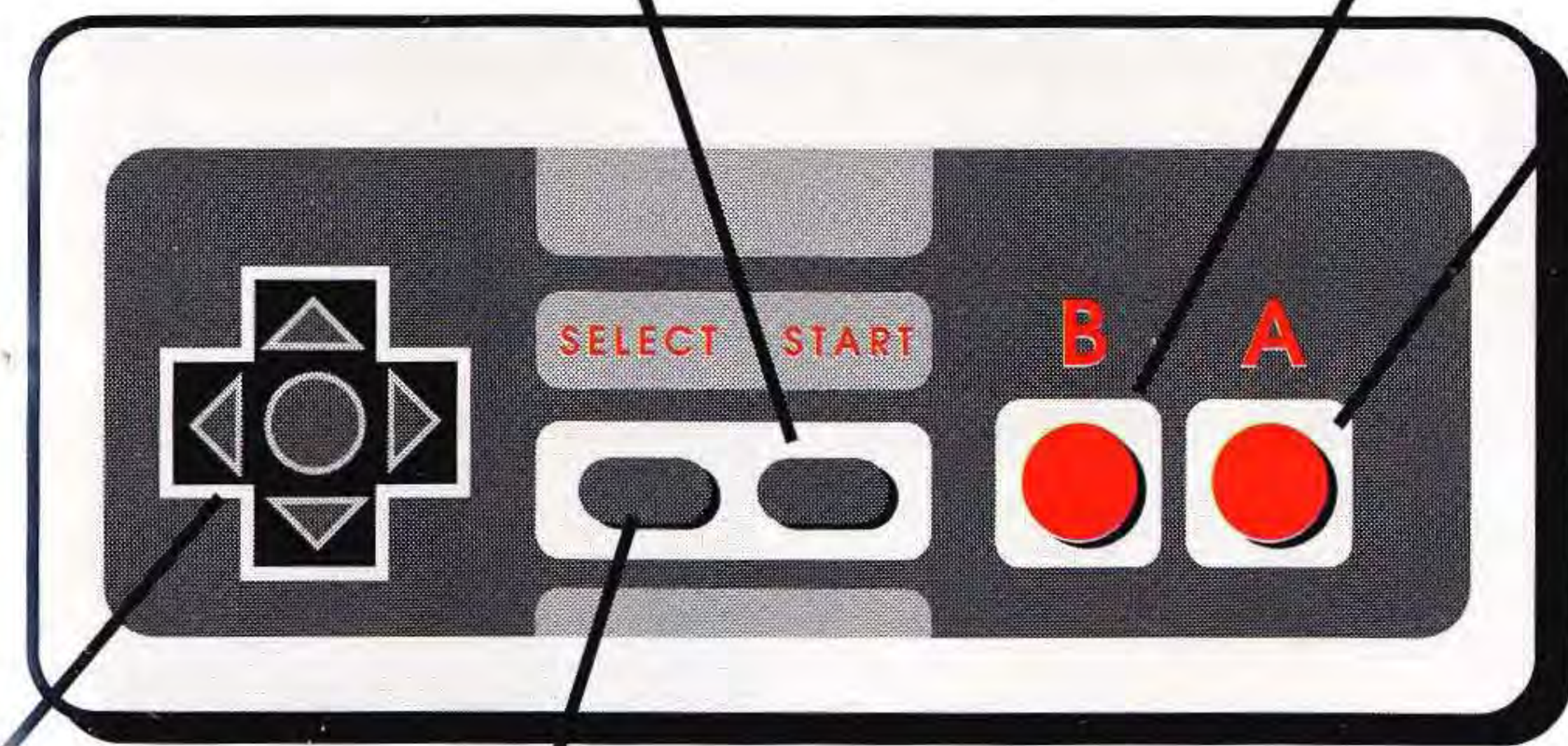
2. Up, down, left or right:
   a. To cycle through the alphabet in spelling out the family name.
   b. To buzz in to answer the toss-up question.
   c. To move the cursor in the alphabet (or number) box.

START BUTTON

- Advances the title screen.
- Starts the game.
- Confirms the number of families playing.
- Buzzes in to answer the toss-up question.

B BUTTON

- Advances the title screen.
- Buzzes in to answer the toss-up question.



A BUTTON

- Advances the title screen.
- Confirms letter selections in spelling names and answers.
- Buzzes in to answer the toss-up question.
- Confirms number selections in answers.
- Confirms END in answers.

SELECT BUTTON

- Advances the title screen.
- Buzzes in to answer the toss-up question.

SETTING UP THE GAME

1. After the title screen appears, press any button to continue.

2. Next, select either a One-Family or Two-Family game by pressing the up or down arrows on the control pad: press START to confirm your selection and begin game play.

3. During the next animated segment, the host welcomes two families. As he shakes the mens' hands and kisses the women hello, an "A" flashes on the name board behind Family One.

a. Family One - Enter your name (up to 8 letters) by using the up and down or left and right arrow buttons to cycle through the changing letters in

the alphabet box; press the A Button to confirm each letter. When your name is complete, cycle to END and press the A Button. The family name appears on the big name board and also on the family's console.

b. Family Two - Enter your name in the same manner.

c. If a One-Family game is selected, the computer will automatically select an opposing family and name it.

4. The game automatically starts when Family Two is confirmed.

THE TOSS-UP QUESTION

1. The first question is a toss-up for the 2 dads to begin the feud. This question determines which family gets to guess the answers to the survey question.

2. The screen announces the number of answers provided from the survey, after which the empty answer board appears.

3. The two dads face off and the host asks the toss-up question.

a. In a Two-Family game, the first dad to press any button on his controller wins the chance to answer first.

b. In a One-Family game, the human dad must press any button before the computer dad does in order to win the chance to answer first.

4. Pressing the button brings up the alphabet (or number) answer board and activates the timer. To answer a question:

a. Use the up, down, left or right arrows on your control pad to move the cursor in the alphabet box to the letters that spell out your answer; press the A button to confirm each letter. You have 45 seconds in which to complete your answer as the timer counts backwards from 0:45 to 0:00.

1) You may move to SPACE to add a space between 2 words or you may run words together; either way is acceptable.

2) Move to DEL (delete) to erase a letter.

b. Some questions require a numerical rather than a word answer. In this case, a numbered box is offered and the cursor is used in the same way as described for the alphabet.

c. When you have completed your answer, move the cursor to END and confirm with the A button.

5. If your answer was one given in the survey, it is shown on the board in the order of the survey results.

a. If it is the one that *most* people gave, your family automatically wins the toss-up and gets to provide the rest of the answers.

b. If it is a survey answer, but *not* the top one, or if it is an incorrect answer, the other family gets the chance to provide an answer.

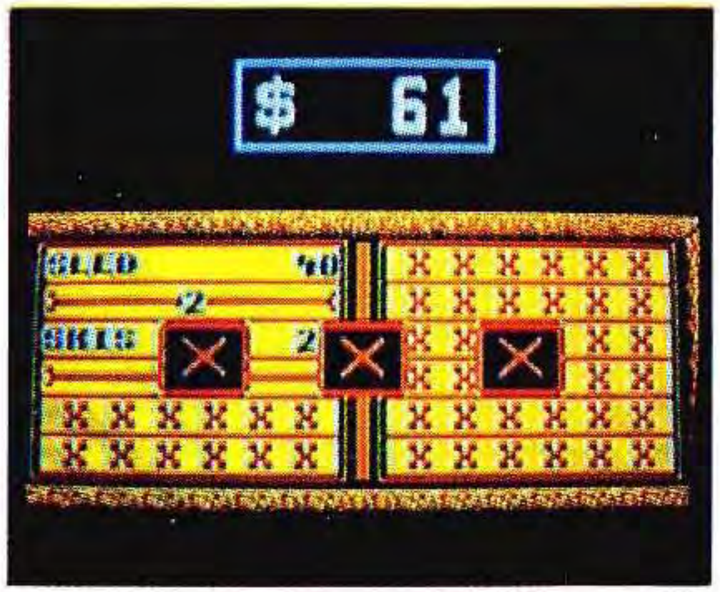
6. The winner of the toss-up is given the option of playing (answering) the question or passing to the other family.

If your family has chosen to play (answer the question) or if the other family has passed the question to you, you must provide the remaining answers to the survey question in 45 seconds.

1. Enter your answers in the same manner as in the toss-up question.

2. If you enter an answer that was already given, a series of tones will be heard and an ALREADY ANSWERED message will advise you of this.

3. The answer board appears. If your answer was included in the survey answers, it will be displayed along with the points. The points represent the number of people who provided that answer. These points are kept in a "bank" and then become the winning dollar amounts for the rounds.



4. Continue providing answers to the survey question until all the answers are revealed or until you accumulate 3 incorrect answers.

5. If you successfully provide all the answers, you get to keep the points accumulated in the bank.

6. If you guess 3 incorrect answers, the other family gets the chance to "steal" all the money you have accumulated in the bank. They can do this by guessing one correct answer to the survey question. If they do not give a correct answer, your family gets to keep the money.

7. The next family members, the 2 moms, face off for a toss-up question. Play proceeds as in steps 1 through 6.

8. If 200 points have not been reached by either family, third (or, if necessary, fourth) family members face off next, with the point values doubled.

9. The first family to accumulate 200 points (or more) is the winner and goes on to play the Fast Money Round.

10. If the computer family wins the game, the human player's family is eliminated and play ends, since the computer family always declines to play the Fast Money Round.

PLAYING THE FAST MONEY ROUND

1. In the Fast Money Round, two members of the same family are randomly selected to answer 5 survey questions in a 2-minute time period.

2. The first family member provides one answer to each question. When he/she is done or when time runs out, the answers are revealed on the board, along with the number of people who gave that answer to the survey question.

3. The next family member gets a chance to provide answers to the same set of questions. If there is a repeated answer, a warning sound is heard and a message states that the answer has already been given. The player then must give an alternate answer.

4. When the second family member has answered all the questions or when time has run out, both sets of answers are then revealed.

5. If the total points of both sets of answers is 200 or more, the family wins $5,000. If it is less than 200, the family earns $5 for each point.

WINNING THE GAME

1. In a Two-Family game, the winning family can choose to continue, in which case the other family must re-enter another family name.

2. In a One-Family game against a computer family, if the human family wins the Fast Money Round, they can choose to continue play and face another computer family.

3. In the case of either step 1 or 2 above, play continues with Main Rounds and Fast Money Rounds until the winning family has earned $20,000. At that point, game play stops.

MESSAGE TO PLAYERS

1. This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

2. Spelling: This game has been programmed to allow for minor variations and errors in spelling. If a rebus answer is reasonably close to the word's actual spelling, the computer will accept it as correct and will display the actual spelling when accepting the player's answer.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.

It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

GameTek LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek Nintendo Game Pak ("Game Pak") that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this Game Pak. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180, (305) 935-3995.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS GAME PAK, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAMEPAK.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LOOK FOR THESE OTHER EXCITING NEW GAMES FROM GameTek™

CLASSIC CONCENTRATION™

It's a test of skill and memory as players try to match the prizes behind the numbers, then guess the slowly emerging rebus puzzle as the game board is uncovered. One of the most popular, long-running shows on television is now great fun on Nintendo!

CLASSIC CONCENTRATION is based on the television program produced by The Concentration Company. Copyright ©1990 The Concentration Company. All Rights Reserved.

HARLEM GLOBETROTTERS™

Perform the antics made famous by the irrepressible Clown Princes of Basketball™ in this action-packed basketball game for 1 to 4 players. It's an entertainment treat for "kids" of all ages!

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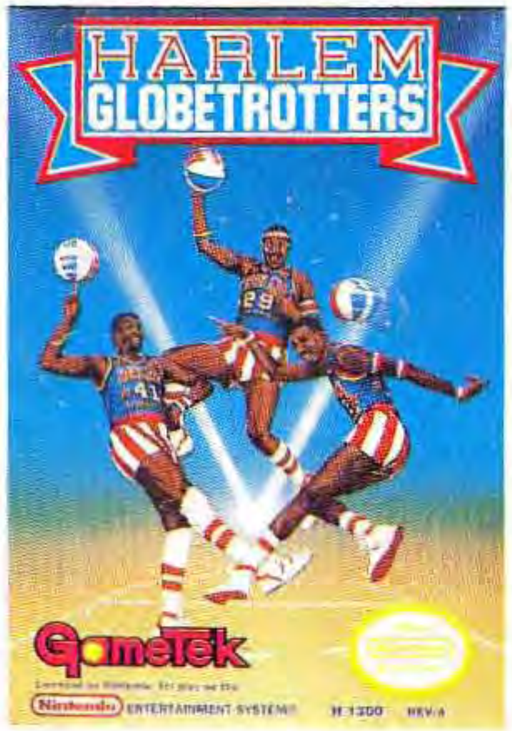
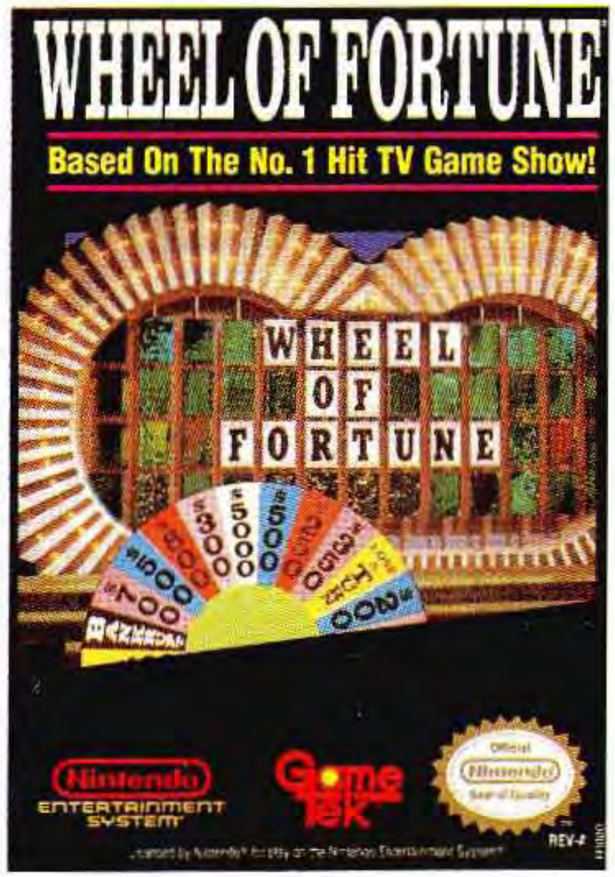
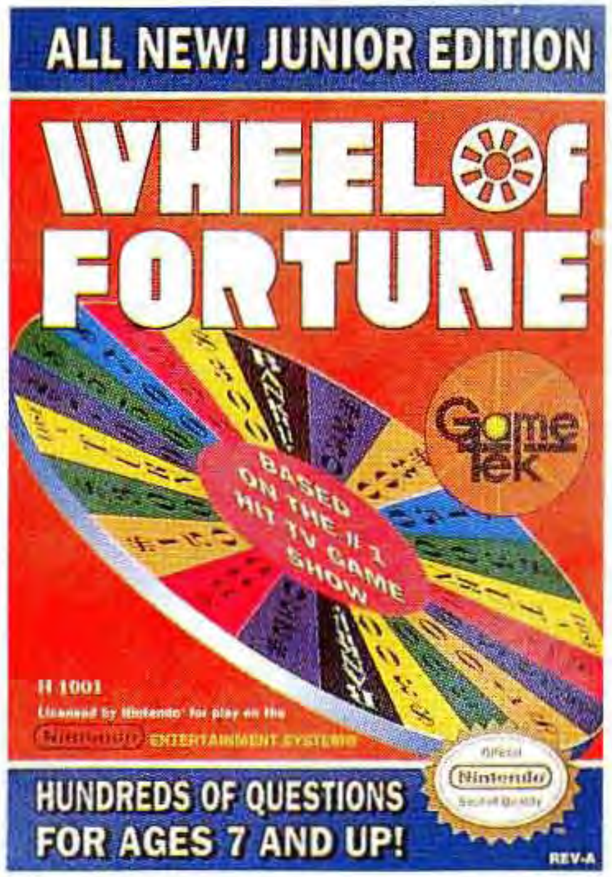




WHEEL OF FORTUNE®

The highest-rated game show in television history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!

WHEEL OF FORTUNE® JUNIOR EDITION



This lively and stimulating junior version of the terrific Nintendo adult game recreates all the excitement of the hottest game show on TV. Now, kids to teens can spin for consonants, buy vowels, and solve puzzles...while trying to avoid going bankrupt and while having great fun!

WHEEL OF FORTUNE FAMILY EDITION®

Everybody's favorite TV game show has an all-new edition. Play over 1,000 new puzzles in familiar, favorite categories and in challenging new categories as well. Get set to spin! Get set to win!

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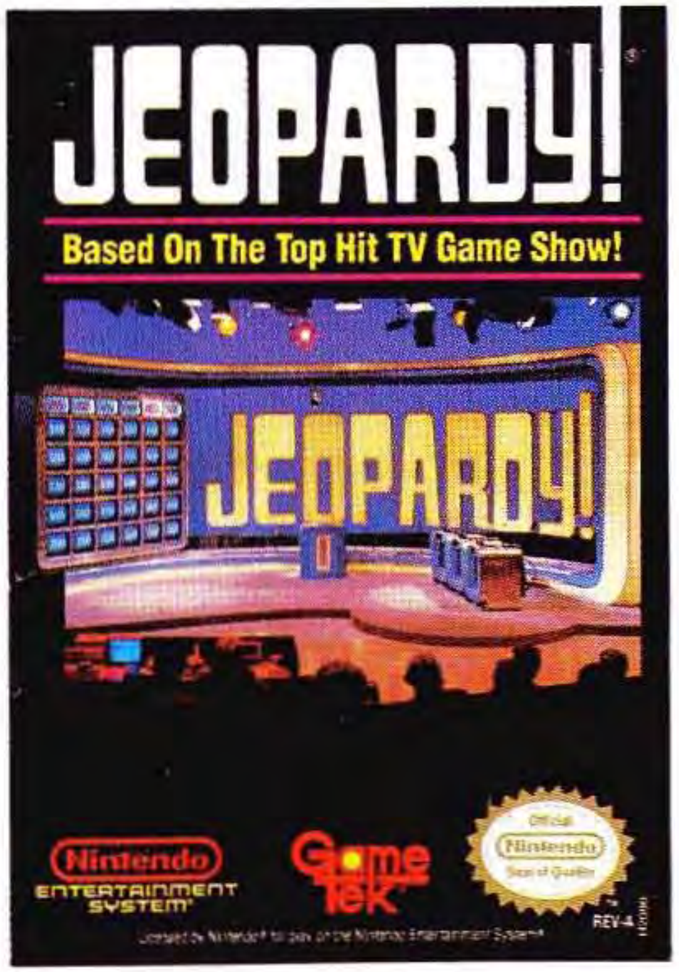


JEOPARDY!®

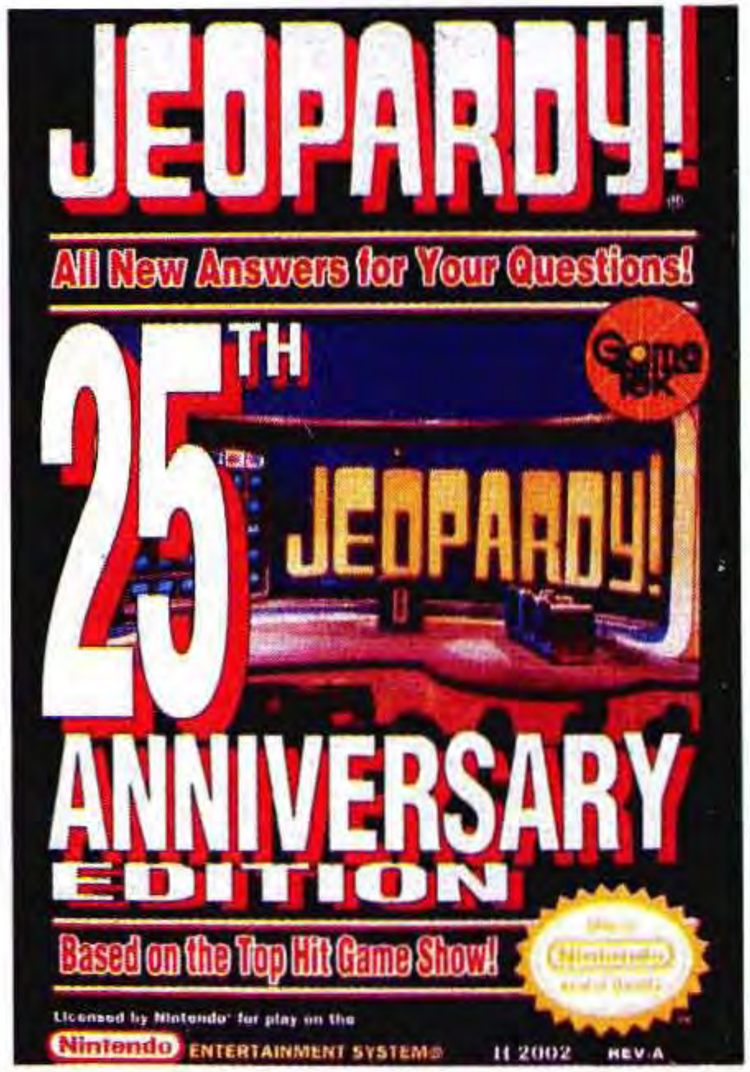
Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions," this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!

JEOPARDY!® JUNIOR EDITION

This terrific video game has questions and answers designed with kids to teens in mind. It's got the subjects their eager minds are curious about, subjects they are knowledgeable about! It's an exciting, fun-filled game!

JEOPARDY!®
25th ANNIVERSARY EDITION

Share the excitement with thousands of TV winners who have been competing for cash prizes for 25 years on this challenging answers and questions show. An all-new edition especially created to commemorate Jeopardy!'s Silver Anniversary!



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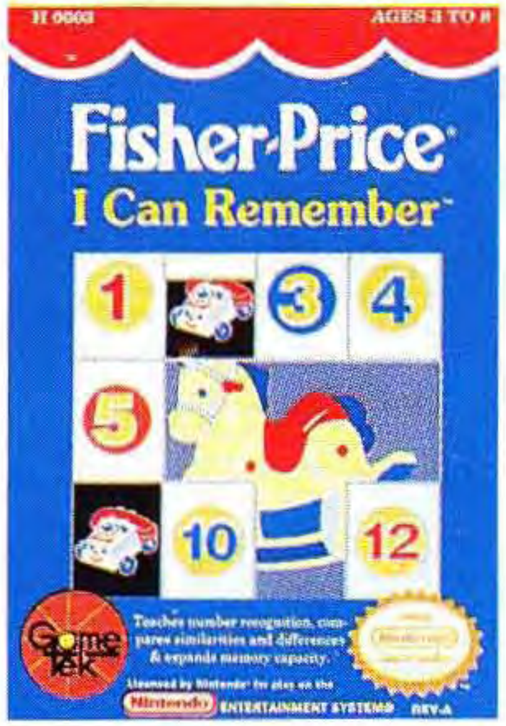
Fisher-Price®

TM

I CAN REMEMBER™

This absorbing and involving program gives pre-schoolers and primary-grade children an entertaining introduction to Nintendo game play. As they play, kids are strengthening their memory skills, reinforcing number recognition, and developing eye-hand coordination. The multiple skill levels offer ongoing challenges as kids grow and develop.



PERFECT FIT™

Perfect Fit fits perfectly into everyday game play for kids from 3 to 8. The entertaining puzzles encourage picture recognition, matching shapes and outlines, and working within a time limit...all while kids are having independent fun. Kids can play alone, with friends, or against the computer. A perfect way to learn and play!

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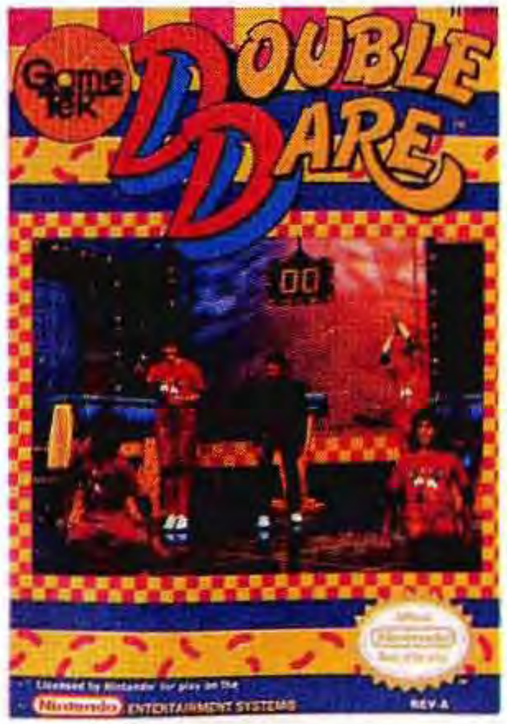

DOUBLE DARE™

The kids' TV game show that has taken the country by storm debuts on Nintendo. Kids get to test their minds on subjects from rock to rocks, then test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action! Double Dare is Double Challenge! Double Dare is Double Fun!

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HOLLYWOOD SQUARES™

It's tic-tac-toe with a twist! Get your X's and O's by figuring out whether the "celebrities" are giving correct answers or making them up...but not before you chuckle over their humorous ad libs. Competition is keen, and excitement runs high when you play the fast-moving video version of this hit TV game show.

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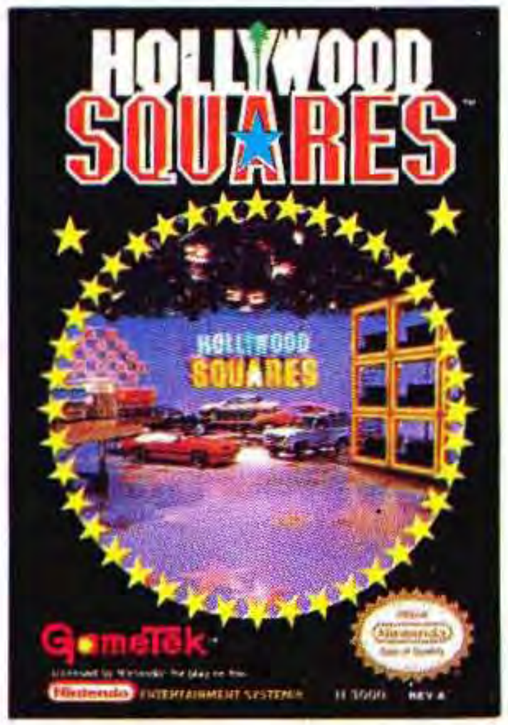

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